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**CLAIMS** 

A method of generating a filter graph for a user-defined processing 1. project, the method comprising:

analyzing the project for multiple accesses to a single source of media content;

determining that the multiple accesses cannot be combined and/or share a common processing chain; and

coupling a single instance of the media source to the one or more processing chains through a software object to satisfy the multiple accesses without invoking a commensurate number of multiple instances of the media source.

2. A method according to claim 1, further comprising: receiving a request for content at the software object; and issuing a seek command from the software object to the media source to retrieve the media for presentation to a requesting processing chain.

- 3. A method according to claim 1, wherein the method is implemented by a render engine, exposed from an operating system to a media processing system executing on a computing system.
- A method according to claim 3, wherein the software object is a 4. segment filter.

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5. A method according to claim 1, further comprising:

identifying multiple simultaneous access to the media source; and

invoking a commensurate number of software objects, coupling a commensurate number of instances of the media source to processing chains to satisfy the multiple simultaneous requests.

- 6. A storage medium comprising a plurality of executable instructions including at least a subset of which that, when executed, implement a method according to claim 1.
  - 7. A computing system comprising:
- a storage medium having stored thereon a plurality of executable instructions; and

an execution unit, coupled to the storage medium, to execute at least a subset of the plurality of executable instructions to implement a method according to claim 1.

**8.** A method of generating a filter graph for a user-defined processing project, the method comprising:

analyzing the project for multiple accesses to a single source of media content;

determining that the multiple accesses cannot be combined and/or share a common processing chain; and

coupling a single instance of the media source to the one or more processing chains through a software object to satisfy the multiple accesses

without invoking a commensurate number of multiple instances of the media source, wherein the one or more processing chains comprise:

a scalable, dynamically reconfigurable matrix switch having a plurality of inputs and a plurality of outputs;

at least one matrix switch input being communicatively linked with a first processing chain portion;

at least one other matrix switch input being communicatively linked with a second processing chain portion;

the matrix switch being configured to dynamically couple one or more of the matrix switch inputs to one or more of the matrix switch outputs.

9. A method according to claim 8, further comprising:

receiving a request for content at the software object; and
issuing a seek command from the software object to the media source to
retrieve the media for presentation to a requesting processing chain.

- 10. A method according to claim 8, wherein the method is implemented by a render engine, exposed from an operating system to a media processing system executing on a computing system.
- 11. A method according to claim 10, wherein the software object is a segment filter.

	12. A method according to claim 8, further comprising:								
	identifying multiple simultaneous access to the media source; and								
	invoki	ng a	commensurate	number	of	software	objects,	coupling	a
commensurate number of instances of the media source to processing chains to									
satisfy the multiple simultaneous requests.									

13. A storage medium comprising a plurality of executable instructions including at least a subset of which that, when executed, implement a method according to claim 8.

## **14.** A computing system comprising:

a storage medium having stored thereon a plurality of executable instructions; and

an execution unit, coupled to the storage medium, to execute at least a subset of the plurality of executable instructions to implement a method according to claim 8.

15. A method of generating a filter graph for a user-defined processing project, the method comprising:

analyzing the project for multiple accesses to a single source of media content;

determining that the multiple accesses cannot be combined and/or share a common processing chain;

 coupling a single instance of the media source to the multiple processing chains through a software object to satisfy the multiple accesses without invoking a commensurate number of multiple instances of the media source; and

ascertaining whether the multiple processing chains share common preprocessing attributes and, if so, interposing one or more associated filters between the single source of media content and the software object.

16. A method according to claim 15, further comprising:
receiving a request for content at the software object; and
issuing a seek command from the software object to the media source to
retrieve the media for presentation to a requesting processing chain.

- 17. A method according to claim 15, wherein the method is implemented by a render engine, exposed from an operating system to a media processing system executing on a computing system.
- 18. A method according to claim 17, wherein the software object is a segment filter.
- 19. A method according to claim 15, further comprising: identifying multiple simultaneous access to the media source; and invoking a commensurate number of software objects, coupling a commensurate number of instances of the media source to processing chains to satisfy the multiple simultaneous requests.

20. A storage medium comprising a plurality of executable instructions including at least a subset of which that, when executed, implement a method according to claim 15.